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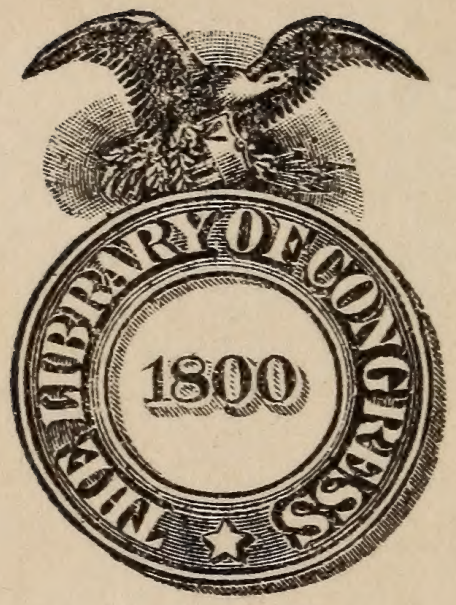


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# POKER RULES IN RHYME

## WITH THE CHANCES TO IMPROVE THE HAND BY DRAWING.

## ILLUSTRATED

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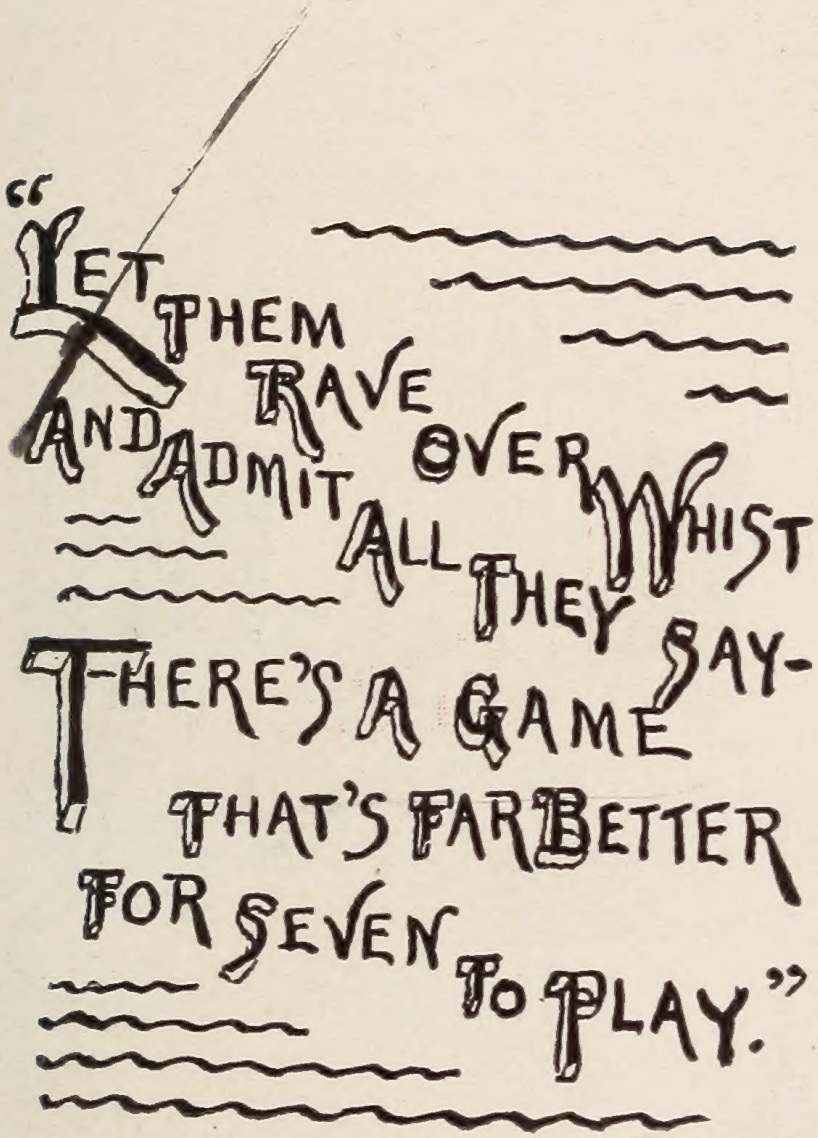
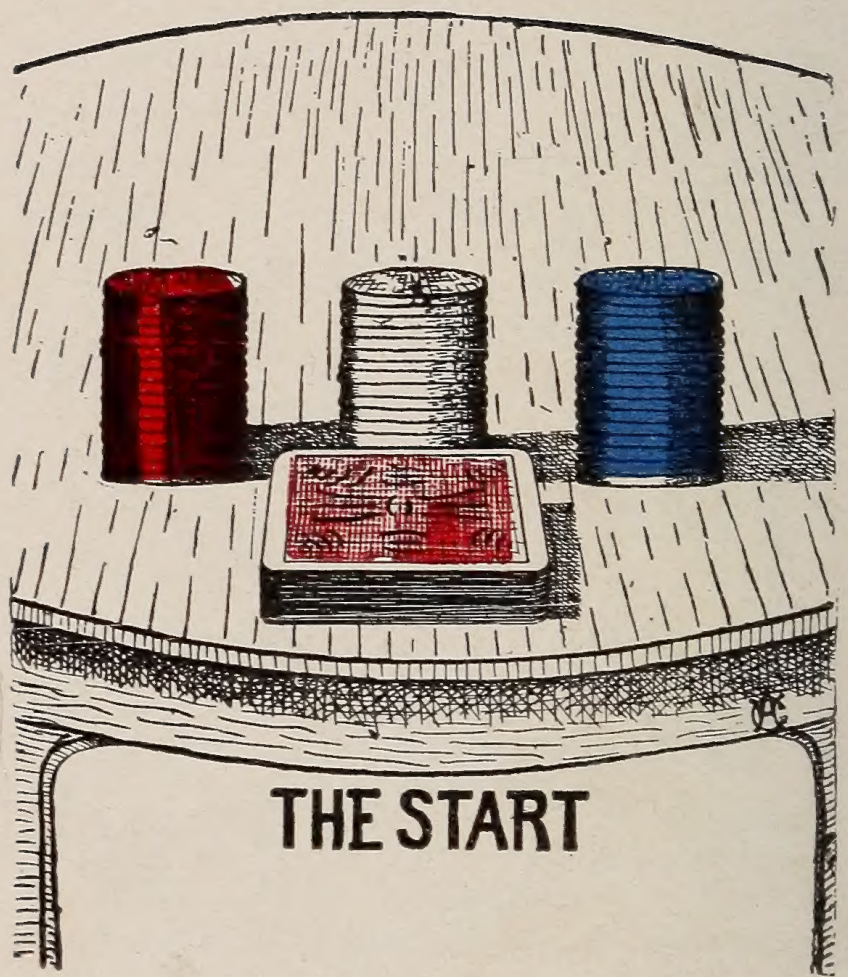

"LET THEM RAVE
AND ADMIT
OVER WHIST
ALL THEY SAY-
THERE'S A GAME
THAT'S FAR BETTER
FOR SEVEN TO PLAY."



THE START

# A PRETTY GAME.

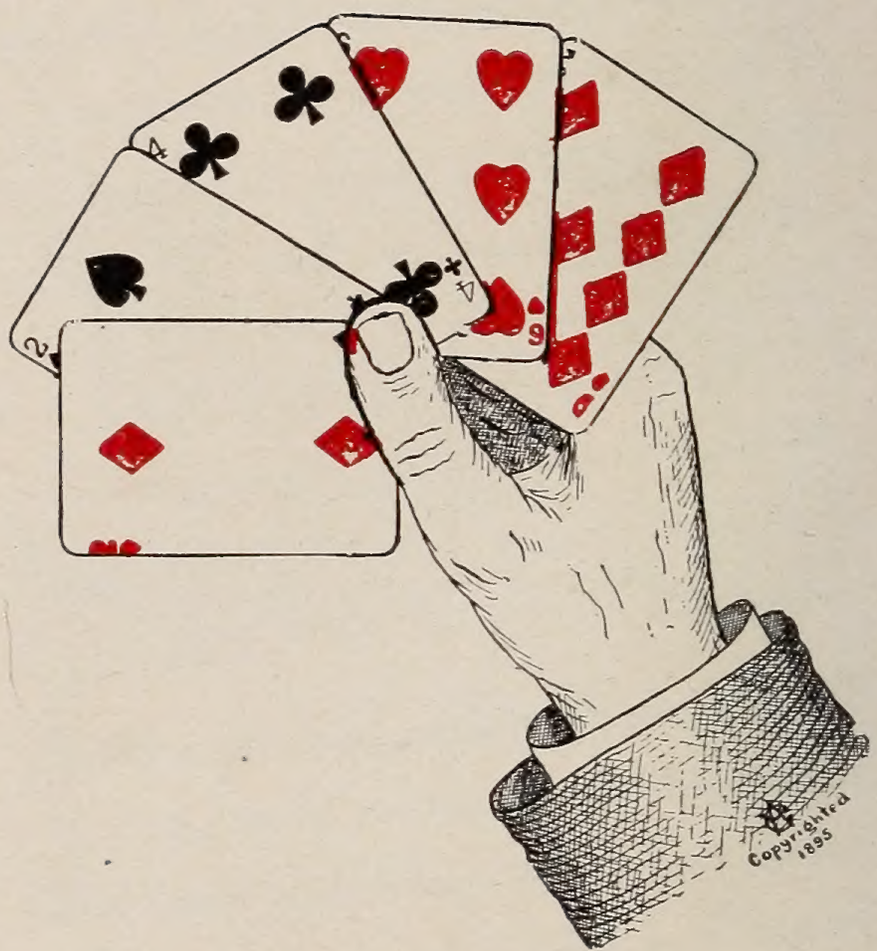
It's the game the "boys" like best,
Two or three times a week –
One man often beats the rest,
With nothing else but "cheek".

Pretty game, it's all the rage,
With limit two, or three –
Some are "blind" but it's their "age" –
"You bet" they all can "see".

They have chips (red, white and blue),
And put them up in stacks;
Draw one card when they want two –
Have "big pots" they call jacks.

# One Pair.

Deuces.



They "play seven", sometimes eight -
All know what they're about -
There are some who play first rate,
And know when to keep out.

Many players who play well,
"Go in" when they ought not;
And why they lose, can not tell,
But play for ev'ry pot.

Some "go in" cause others do,
With little pair at best -
Chance is fair with one or two,
But not with all the rest.

# Two Pair.
## Tens & Fives.

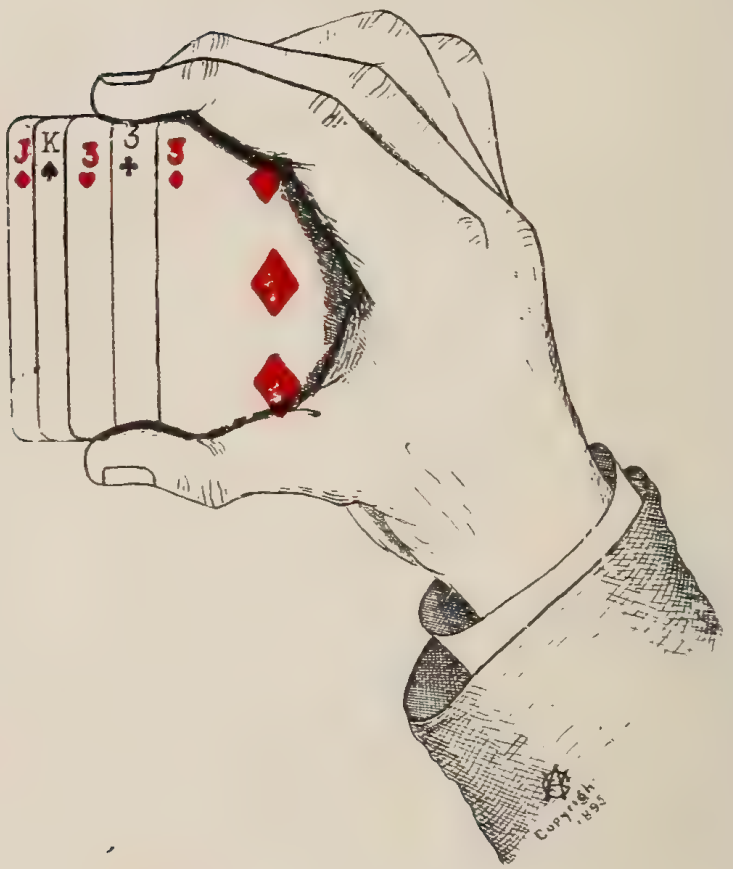
Some are playing ev'ry day,
Have nothing else to do —
Some are winners (so they say),
"They know their business, too."

There are some who never learn
The ways that others play —
Others play before their turn,
And "give their hands away."

Some play hands for what they're worth,
While others "chip along" —
Some, more grasping, "want the earth",
And bet their hands too strong.

# THREES

## Three Treys – King, Jack



When the players, as they should,
(Though not each time the same),
"Lay down" poor hands, play the good,
They won't lose at the game.

Ev'ry man has average hands,
There's no one who has more;-
He who chances understands,
Plays 'bout one hand in four.

Ev'ry fellow has "his day",
For ev'ry man has luck -
Who knows how and when to play,
They call him "lucky duck".

# STRAIGHT.

1.2.3.4.&5.

# THE DRAW.

They who "go in" with hands the best,
Will "come out" better than the rest-
It's what they "draw to" and have "cold"
And not "all in the draw", as told.

Drawing three cards, you're well aware,
Once in three times improves a pair;
As once in five two pair you find,
And once in eight three of a kind.

Though flushes fill but once in five,
When they don't fill, good time to "drive",
And very often (by mistake),
They "raise it" when the flush don't make.

# FLUSH.
## Hearts

Drawing for flushes ought to pay,
When five or six "go in" and stay;
Or when there's any chance to win,
Five times the cost of going in.

With pair and double chance for straight,
Break any pair below the eight;
Just one in six, make straights you will-
It's once in twelve that two pair fill.

With "four flush" and tens or under,
Break the pair - more chance for plunder.
With "aces up" and "three's" to beat,
Draw three, if others don't compete.

# Full Hand.

## Queens & Aces.

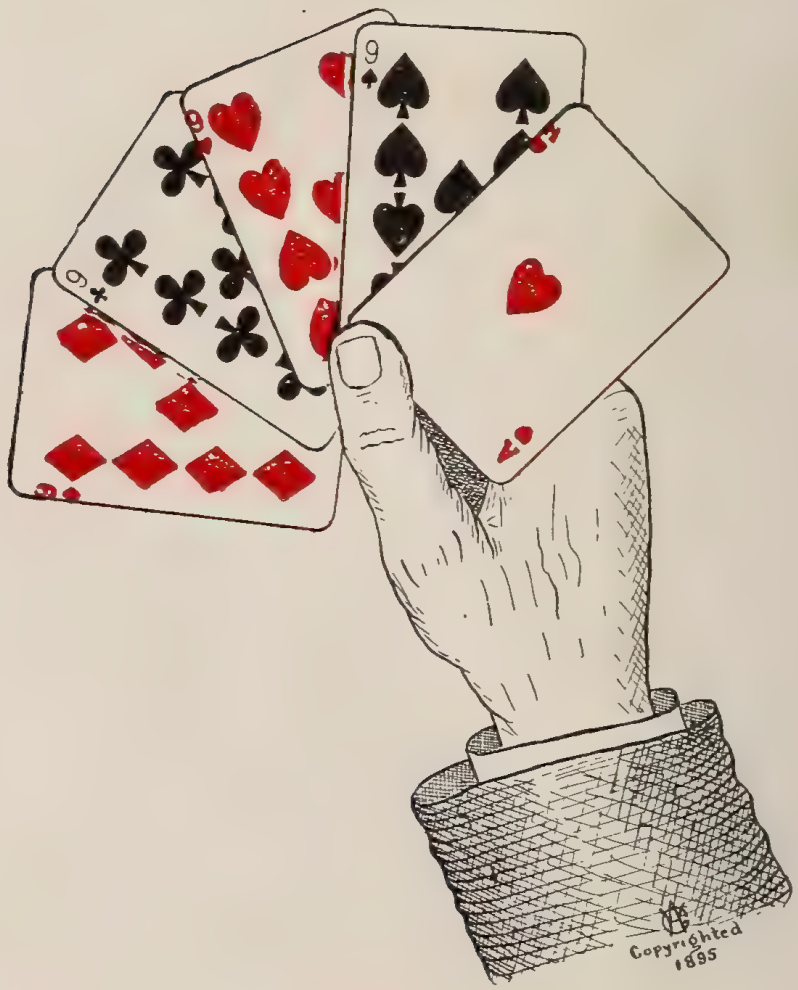
With "little pair" (and little pot);
If you "improve" you better not;
It's three to one that when you do,
You make a bet and lose it too

With ace and small pair chance is fair -
One to five, you beat all two pair;
You once in eight make "aces and,"
And once in twelve have "three's" in hand.

You make "three's" and bet the limit,
Chance is even you don't win it;
"It's odds" three deuces will not win,
If made with all the others in.

# FOURS.

## Four Nines & Ace.



Drawing one to three of a kind,
Is done only just for a blind,
By drawing two, you improve more,
As "fours" make once in twenty-four.

Draw two or one (the hand to screen)
You make "full hand" once in sixteen,
But making "fours" is twice as hard
When you "hold up" and draw one card

When you have "threes" and pot is small,
And you draw one to fool them all,
That you "improve" it's one to 'leven,
As "fours" make once in forty-seven.

# Straight Flush.

7. 8. 9. 10 & Jack - Diamonds.

With any "threes" you understand,
Flushes or straights will beat your hand;
It's one in nine, if two you take,
That you have "fours" or "full-hand" make.

Sometimes with "threes" you have more fun,
By "holding up" and drawing one;
But in big pots, when all go in,
Draw two - you may need "fours" to win.

With "four-straight flush" you always stay,
Don't raise, you want them all to play -
And once in three, make straight, or more,
And "straight-flush" once in twenty-four.

# 4 Straight - "Inside"
## 6.7 - King - 9.10.

Four straights "inside" will often pay,
In "jack-pots" when all others play –
Once in twelve times you make a straight,
Which wins the pot six times in eight.

With single straight and "three-flush", too,
Draw for the straight (and most all do),
But for the flush, if "any show"
To make a straight and flush also.

Some play "three-flushes" (strange they will),
And only one in twenty fill —
With "three-straight-flush" the chance is fair,
It's one in ten you beat two pair.

# NOTHING-ACE HIGH.

5. 9. 6. 10. Ace.

Sometimes it pays when naught you hold,
To play "pat hands" and bet them bold,
Then others call, you win two-fold
When you have straights and flushes "cold".

Some with two jacks don't draw at all,
(Then some with two pair may not call)
When others draw one card, you see,
If some one fills, they don't want three.

Some with two pair "play pat",
(Sometimes with small "trees" they do that)
And if they lose, it's only lent,
They win more on good hands "content".

NOTHING-ACE-KING HIGH.
3 6 7 Ace-King.

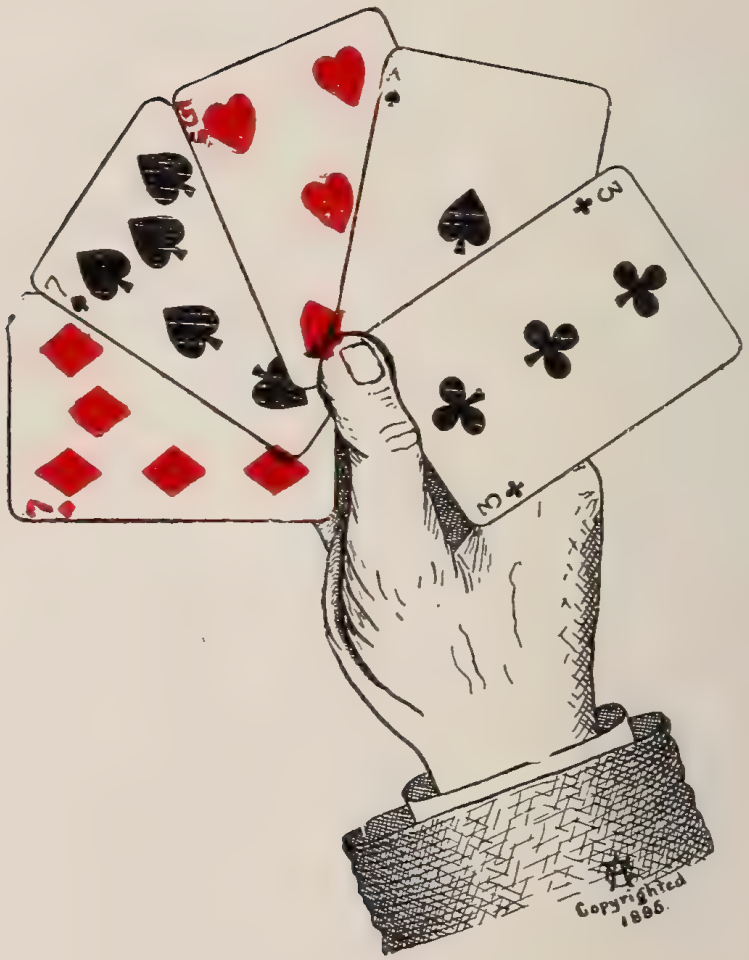
With two pair when all others play,
Draw one, and make full-hand, you may;
Then if others draw one, or two,
It's ten to one they can't beat you.

With ace, king, and all others small,
Take three cards, if you draw at all;
And two in five, make kings, or more -
With only one high card, draw four.

With average pair, and others in,
It's "ten to one" that you don't win;
With lowest pair, 'gainst all the rest,
You once in twenty "come out" best.

# Pair Sevens.

7. 7. 5. Ace - 3.



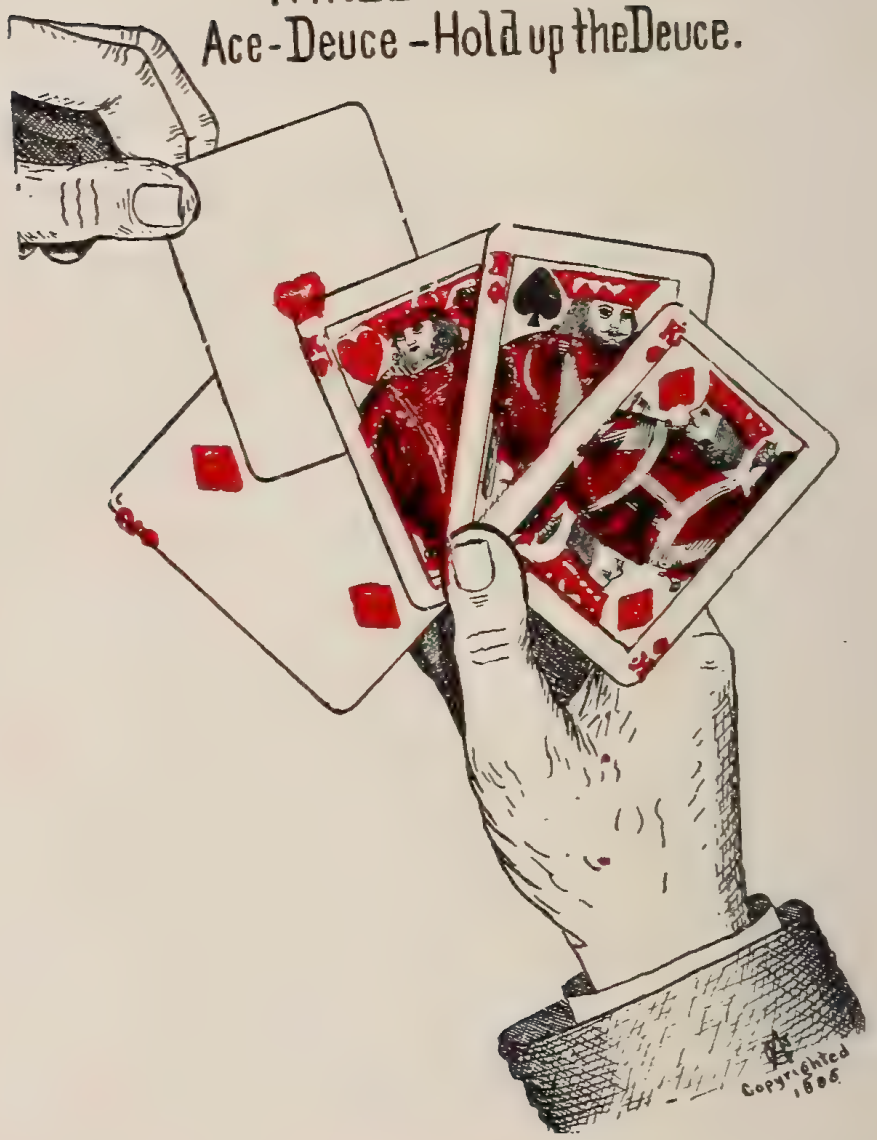
Most any pair and little "sand",
Will often beat a first-rate hand -
Bluffing pays one hand in twenty,
Sometimes more when chips are plenty.

Players who never bluff at all,
Don't win much and make losses small:
When they "go better" there's no doubt -
Of course the others all keep out.

With two pair, or "threes" if small,
(Though even chance you beat them all),
On the "go in" bet the limit -
Not have all the others "in it".

# Three Kings.

Ace-Deuce-Hold up the Deuce.



# HOLDING UP.

Sometimes you "hold up" and it's wise,
Draw one, and have "threes" in disguise;
But have some rule and quick decide,
Which card to keep, your "threes" to hide.

With three kings, therefore, keep the deuce,
The high cards may be more in use;
With three queens (keep the ace you may),
When opener draws three, keep the trey.

With three jacks, "look child-like and bland",
And keep the deuce to screen your hand,
But when three tens you wish to screen,
"Hold up" the trey, and all's serene.

# Three Nines.

## Jack Four - Hold up the Four.

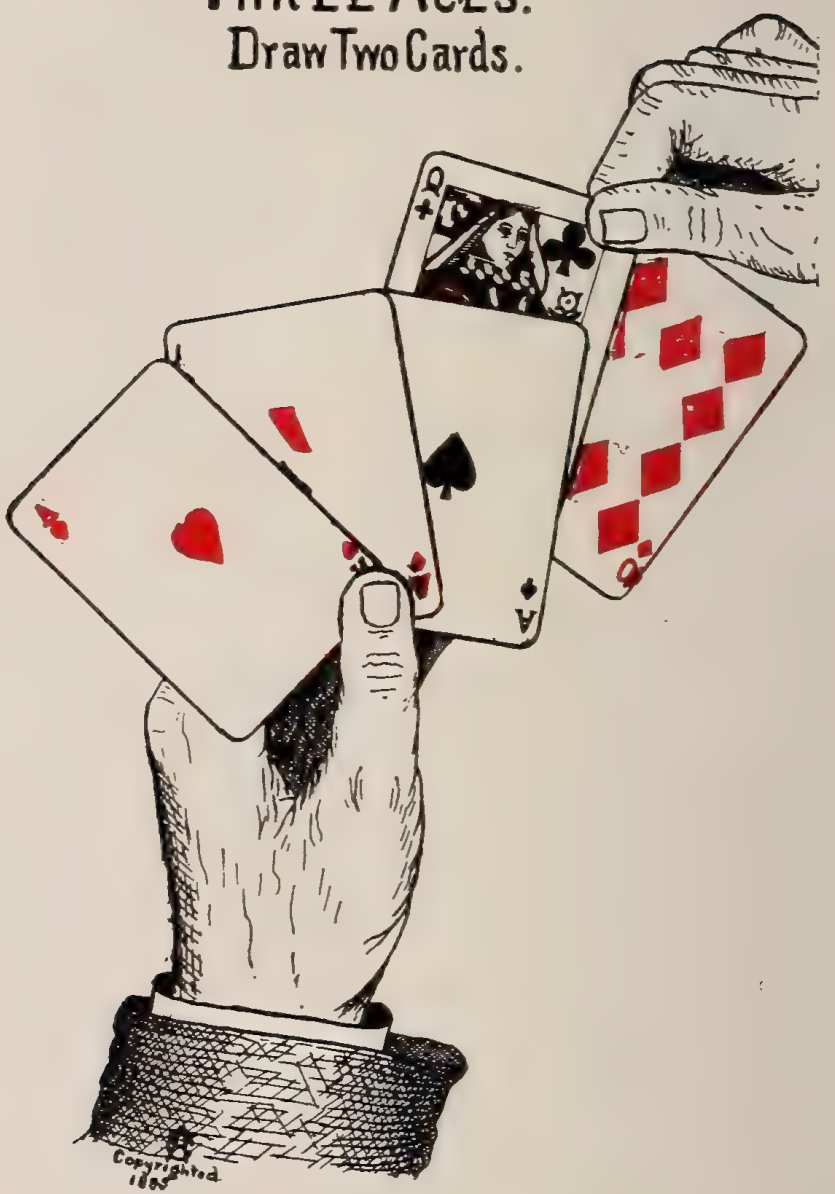
"With three odd ones, keep the even

With three nines don't keep "ace or face",
The four-spot though comes right in place,
And with three eights, "hold up" the five,
Some one may be inclined to "drive".

With sevens three, it works first-rate,
To "hold up" either six or eight;
With sixes three when there's no "raise",
Hold up the nine - it sometimes pays

With three fives, when but few compete,
Hold up the ten - you won't get beat;
But with three fours, treys or deuces,
"Draw full strength", make no excuses

# THREE ACES.
## Draw Two Cards.



With aces three, always draw two,
And when you "raise," they may "raise you":
But "hold up" sometimes,- understand?
Or by "the draw" expose your hand.

Keep the odd one with "threes" even,
With three odd ones, keep the even;
Have some guide which to keep, and when.
Keep none but ace, above the ten.

The reason though, you may not know,
Why certain cards with others go;
Try this method (fully tested),
And keep only those suggested.

# SEVEN-HIGH STRAIGHT.

3. 4. 5. 6. 7.

# "THREE OF A KIND."

Six men 'round a table sat,
Three went in, and two "were pat" –
One filled a straight "inside"
Two with pat hands – both afraid –
One man cursing 'cause he "stayed" –
All willing to "divide"

Each one thought that he was whipp'd,
And with caution each one chipp'd,
But all three players won;
Neither one could take the pot –
One-third only each man got,
And all enjoyed the fun.

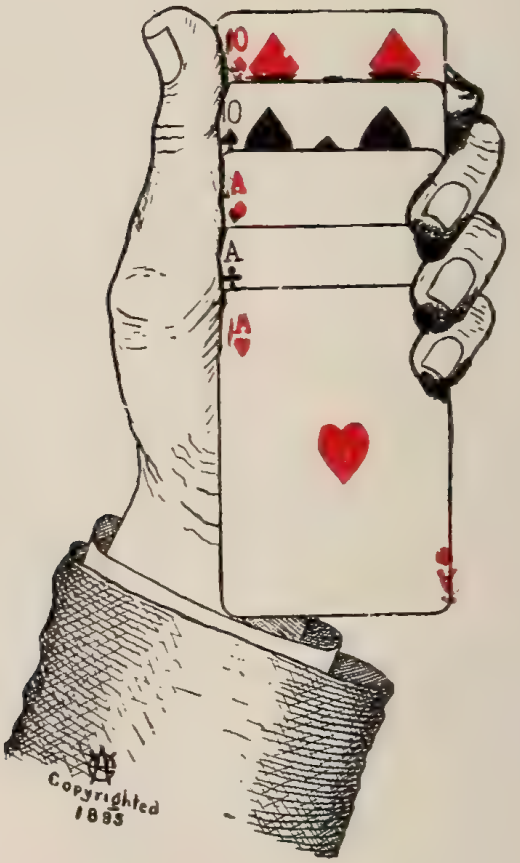
# SEVEN-HIGH STRAIGHT.

3.4.5.6.7

With straights only, (very small),
They could only one chip call;
For all were little shy;
All who went in had a straight -
Three straights alike, under eight,
And all were seven high.

# Ace Full.

## Three Aces & Two Tens.

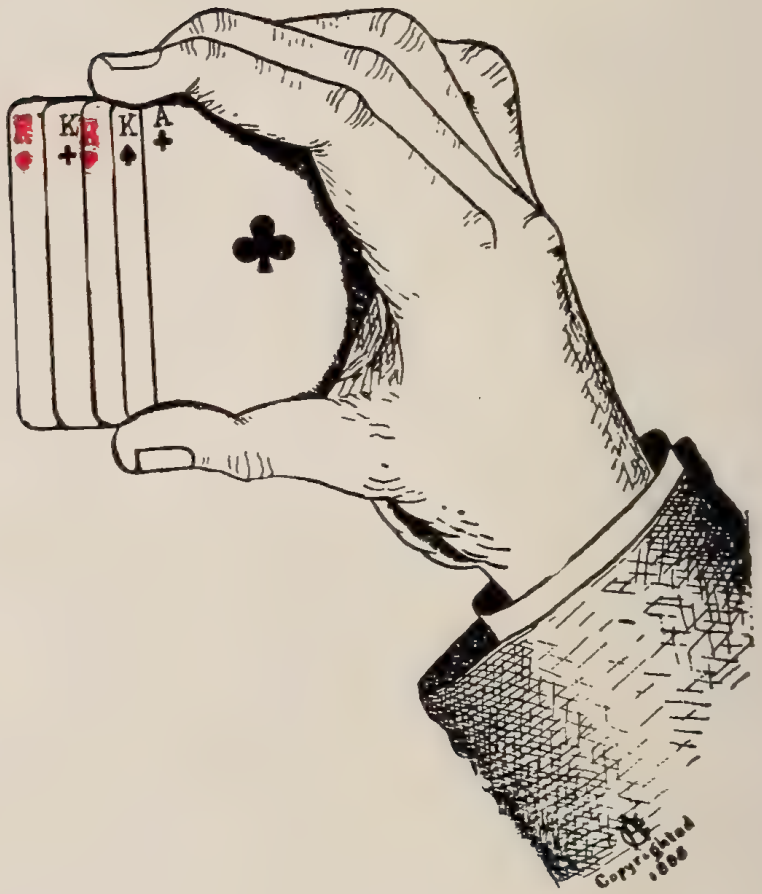


# BIG HANDS.

It was sometime in November
(Rather cold, as some remember)
They had a game of poker;
And ev'ry man but one, we name,
Had one ace full, while at the game
And made without the "joker."

Seven fellows, some were greedy,
Some were from the country-seedy-
All sat round a table;
They never held such hands before,
For every man held "fours" or more.
And this is not a fable

# FOURS.
## Four Kings & Ace.



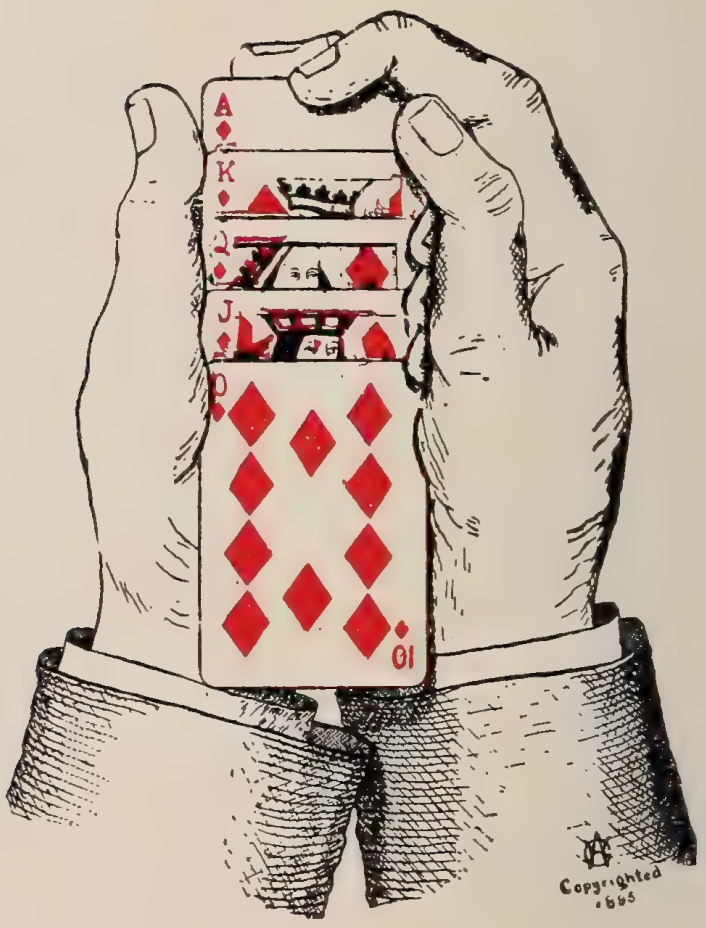
While each one thought he played the best,
Two fellows there beat all the rest;
And it was very funny –
The game broke up, some "couldn't stay" –
The country fellows went away,
And they took all the money.

There was never such a game,
"Big hands" were out by scores;
Six had full hands just the same,
And six there were had "fours".

An "ace full" was six times made,
And all but six made one; –
"Fours" were six times held and paid,
But number four had none.

# Royal Straight Flush.

## Ace, King, Queen, Jack & Ten.



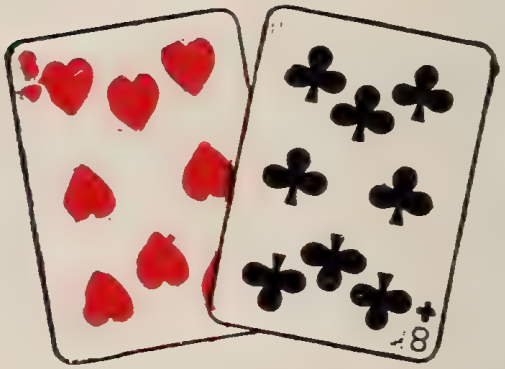
Six was most of all "behind",
Though "aces four" did hold;-
Four had no "four of a kind",
But held a straight-flush "cold".

THE FINISH.

# CHANCES TO IMPROVE THE HAND BY DRAWING.

## DRAW 3 CARDS.

## TO ONE PAIR



## WILL IMPROVE 1 IN 3.

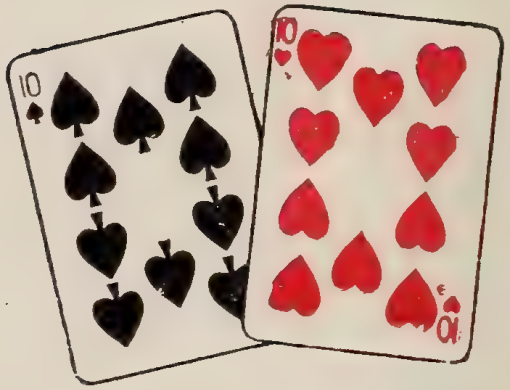
DRAW 2 CARDS

TO ONE PAIR AND ODD CARD

WILL IMPROVE
1 IN 4.

DRAW 3 CARDS

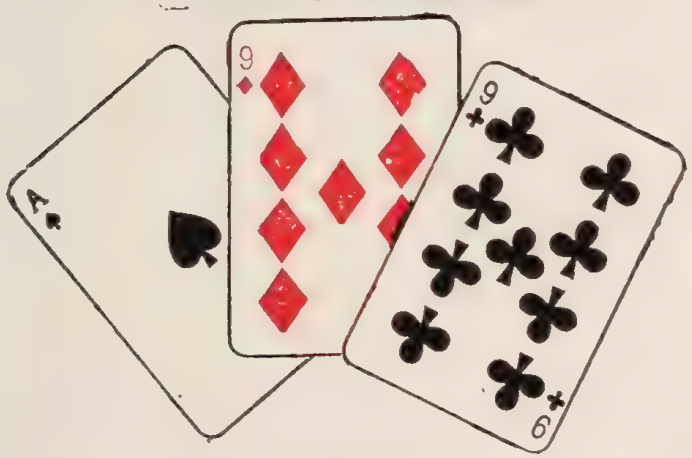
TO ONE PAIR




MAKE TWO PAIR
1 IN 5

DRAW 2 CARDS

TO ONE PAIR AND ACE

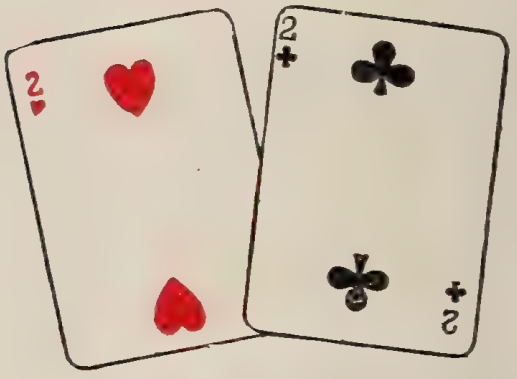



MAKE ACES UP OR BETTER

1 IN 5

DRAW 3 CARDS

TO ONE PAIR

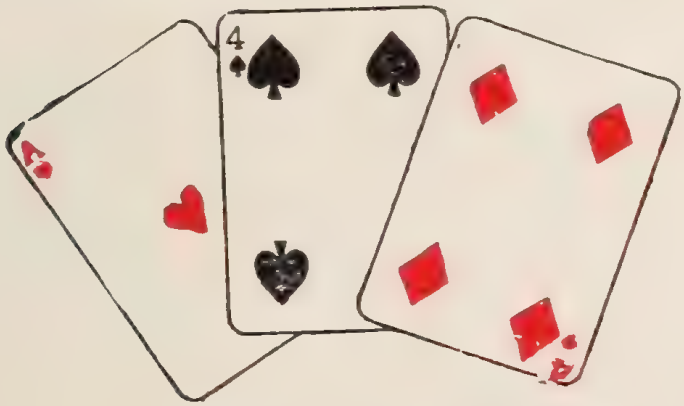



MAKE THREES

1 IN 8

DRAW 2 CARDS

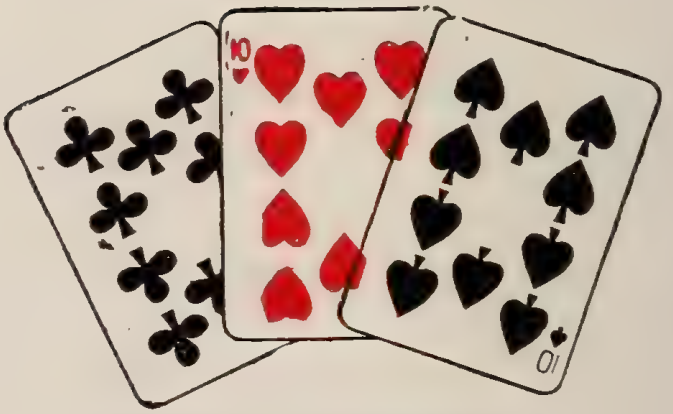
TO ONE PAIR AND ACE



MAKE ACES UP
1 IN 8

DRAW 2 CARDS

TO THREES



WILL IMPROVE
1 IN 9

DRAW 1 CARD

TO THREES AND ODD CARD

WILL IMPROVE
1 IN 12

DRAW 1 CARD

TO TWO PAIR

MAKES FULL-HAND
1 IN 12

DRAW 2 CARDS

TO THREES

MAKE FULL-HAND

1 IN 16

DRAW 1 CARD

TO THREES AND ODD CARD

MAKES FULL-HAND
1 IN 16

DRAW 2 CARDS

TO THREES

MAKES FOURS
1 IN 24

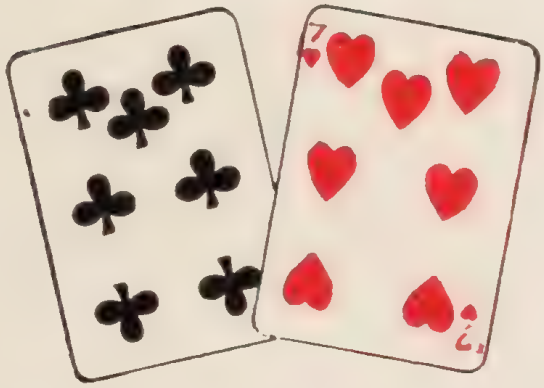
DRAW 3 CARDS

TO ONE PAIR

MAKE FULL OR FOURS
1 IN 72

DRAW 3 CARDS

TO ONE PAIR



MAKE FULL-HAND
1 IN 96

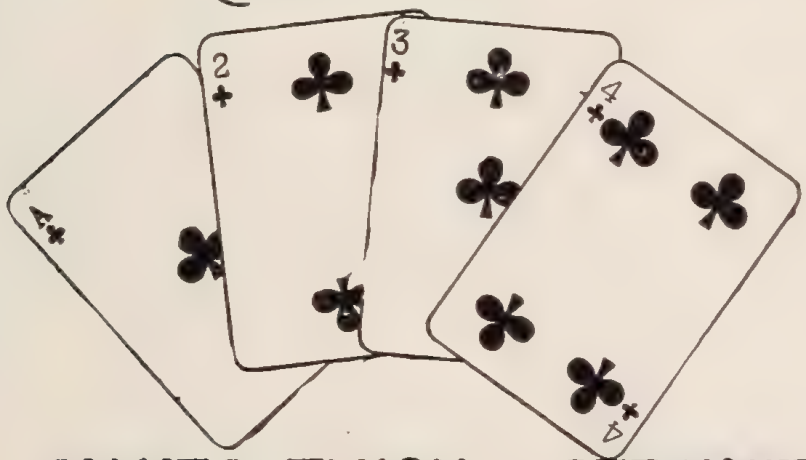
# DRAW 1 CARD

## TO 4 STRAIGHT-FLUSH
(DOUBLE CHANCE)

## MAKES FLUSH OR STRAIGHT
## 1 IN 3

# DRAW 1 CARD

## TO 4 STRAIGHT-FLUSH
(SINGLE CHANCE)




## MAKES FLUSH OR STRAIGHT
## 1 IN 4

DRAW 1 CARD

TO 4 FLUSH

MAKES FLUSH
1 IN 5

# DRAW 1 CARD

## TO 4 STRAIGHT.
(DOUBLE CHANCE)

## MAKES STRAIGHT
## 1 IN 6

# DRAW 1 CARD

# TO 4 STRAIGHT

(SINGLE CHANCE)

# MAKES STRAIGHT

# 1 IN 12

# DRAW 1 CARD

# TO 4 STRAIGHT-FLUSH
(DOUBLE CHANCE)

# MAKES STRAIGHT-FLUSH
# 1 IN 24

# DRAW 1 CARD

## TO 4 STRAIGHT-FLUSH

(SINGLE CHANCE)

## MAKES STRAIGHT-FLUSH

## 1 IN 47

DRAW 3 CARDS

TO ACE AND KING

MAKE ACES OR KINGS
1 IN 3

DRAW 4 CARDS

TO ACE

MAKE ACES UP OR BETTER
1 IN 12

DRAW 4 CARDS

TO ACE

MAKE ONE PAIR ACES
1 IN 4

DRAW 2 CARDS

TO 3 STRAIGHT-FLUSH

(DOUBLE CHANCE)

MAKE FLUSH OR STRAIGHT

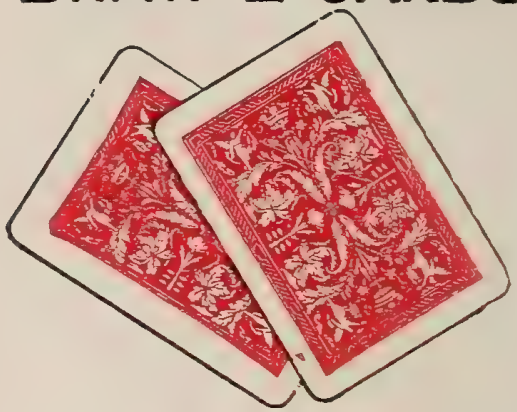
1 IN 12

DRAW 2 CARDS

TO 3 FLUSH

MAKE FLUSH
1 IN 24

# DRAW 2 CARDS



# TO 3 STRAICHT

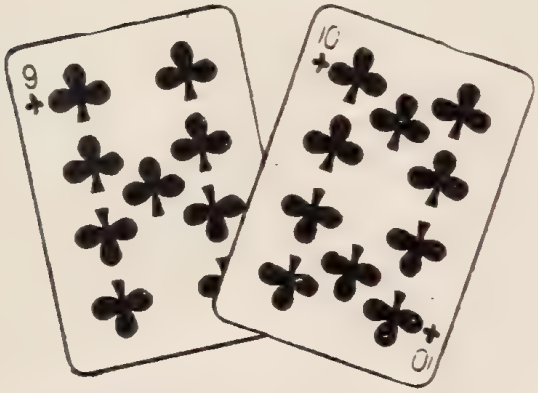
(DOUBLE CHANCE)

# MAKE STRAICHT

# 1 IN 24

DRAW 3 CARDS

TO 2 FLUSH




MAKE FLUSH
1 IN 96

# "Pat Hands"
or the
Chance of having each of the
various hands
## Before Drawing

Chance of having one pair or better is 1 in 2.
Chance of having two pair or better is 1 in 20.
Chance of having three of a kind is 1 in 50.
Chance of having a straight is 1 in 250
Chance of having a flush is 1 in 500.
Chance of having a full-hand is 1 in 700.
Chance of having four of a kind is 1 in 4000.
Chance of having a straight-flush is 1
in 65.000.
Chance of having a royal straight-flush
is 1 in 650.000.

18 Je '33

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